

STARSHIP STRIKE

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

DAMAGE

01

Point Defence : 1 Missile shoot down
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Point Defence : 1 Missile shoot down
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Anti-Pacifier Fire = HIT

DAMAGE

02

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

DAMAGE

02

STARSHIP STRIKE

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

DAMAGE

02

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

DAMAGE

02

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
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 Intercept shoots down target

Anti-Pacifier Fire = HIT

DAMAGE

03

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

**MISS IF FIRER C3 OUT
 ...OTHERWISE DAMAGE**

03

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 ...OTHERWISE DAMAGE**

03

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 MISS IF LONG RANGE
 ...OTHERWISE DAMAGE**

03

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

MISS

04

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE

04

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE

04

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE

04

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE

05

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE

05

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

**MISS IF FIRER C3 OUT
 ...OTHERWISE DAMAGE**

Armour HULL

05

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 ...OTHERWISE DAMAGE**

Armour HULL

05

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 MISS IF LONG RANGE
 ...OTHERWISE DAMAGE**

Armour HULL

06

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

MISS

06

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE

Armour HULL

06

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE

Armour HULL

06

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE

Armour HULL

07

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE

Armour HULL

07

Point Defence : 2 Missile shoot down
 Damage Control FAILED

Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target



Anti-Pacifier Fire = MISS


DAMAGE

PAD HULL

07

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

 Point Defence : 2 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target


  Anti-Pacifier Fire = MISS

**MISS IF FIRER C3 OUT
 ...OTHERWISE DAMAGE**

  
 Missile HULL




07

 Point Defence : 2 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target


  Anti-Pacifier Fire = MISS

**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 ...OTHERWISE DAMAGE**

  
 Point Defence HULL




08

 Point Defence : 2 Missile shoot down
 Damage Control FAILED

 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target



  Anti-Pacifier Fire = MISS


**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 MISS IF LONG RANGE
 ...OTHERWISE DAMAGE**

  
 Point Defence HULL

08

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

 Point Defence : 2 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target


  Anti-Pacifier Fire = MISS

**MISS IF FIRER C3 OUT
 ...OTHERWISE DAMAGE**

  
 Missile HULL




08

 Point Defence : 2 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target


  Anti-Pacifier Fire = MISS

**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 ...OTHERWISE DAMAGE**

  
 Point Defence HULL




08

 Point Defence : 2 Missile shoot down
 Damage Control FAILED

 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target



  Anti-Pacifier Fire = MISS


**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 MISS IF LONG RANGE
 ...OTHERWISE DAMAGE**

  
 Point Defence HULL

09

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE



 Point Defence : 2 Missile shoot down
 Damage Control FAILED


 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target

  Anti-Pacifier Fire = MISS

MISS

09



 Point Defence : 2 Missile shoot down
 Damage Control FAILED


 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target

  Anti-Pacifier Fire = MISS

MISS




09

 Point Defence : 2 Missile shoot down
 Damage Control FAILED

 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target



  Anti-Pacifier Fire = MISS


DAMAGE

  
 PAD HULL

09




STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

 Point Defence : 2 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target


  Anti-Pacifier Fire = MISS

DAMAGE

  
 HELL HULL




10

 Point Defence : 2 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target


  Anti-Pacifier Fire = MISS

DAMAGE

  
 HELL HULL




10

 Point Defence : 2 Missile shoot down
 Damage Control FAILED

 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target



  Anti-Pacifier Fire = MISS


DAMAGE

  
 Cannon HULL

10




STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

 Point Defence : 3 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy


  Anti-Pacifier Fire = MISS

DAMAGE

  
 HELL HULL




10

 Point Defence : 3 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy


  Anti-Pacifier Fire = MISS

DAMAGE

  
 HELL HULL




11

 Point Defence : 3 Missile shoot down
 Damage Control FAILED

 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy



  Anti-Pacifier Fire = MISS


DAMAGE

  
 PAD HULL

11




STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

 Point Defence : 3 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy


  Anti-Pacifier Fire = MISS

DAMAGE

  
 PAD HULL




11

 Point Defence : 3 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy


  Anti-Pacifier Fire = MISS

DAMAGE

  
 PAD HULL




11

 Point Defence : 3 Missile shoot down
 Damage Control FAILED

 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy



  Anti-Pacifier Fire = MISS


DAMAGE

  
 PAD HULL

12




STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

 Point Defence : 3 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy


  Anti-Pacifier Fire = MISS

DAMAGE

  
 Cannon HULL




12

 Point Defence : 3 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy


  Anti-Pacifier Fire = MISS

DAMAGE

  
 Cannon HULL




12

 Point Defence : 3 Missile shoot down
 Damage Control FAILED

 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy



  Anti-Pacifier Fire = MISS


DAMAGE

  
 Cannon HULL

12




STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

 Point Defence : 3 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
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 Intercept fails to stop enemy


  Anti-Pacifier Fire = MISS

DAMAGE

  
 Missile HULL




13

 Point Defence : 3 Missile shoot down
 Damage Control FAILED



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 Intercept fails to stop enemy


  Anti-Pacifier Fire = MISS

DAMAGE

  
 Missile HULL


13

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DAMAGE

  
 Missile HULL

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DAMAGE

  
 Missile HULL

13



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